STEEL AND SINEW

Character Name:

Class: Subclass:

Background:

ABILITY SCORES

STRENGTH — Saving Throw

INTELLIGENCE — Saving Throw

DEXTERITY — Saving Throw

WISDOM — Saving Throw

CONSTITUTION — Saving Throw

CHARISMA — Saving Throw

ARMOUR CLASS

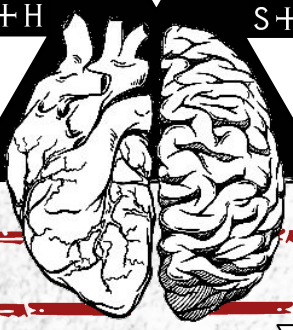
PROFICEINCY

SPEED

STAMINA

HEALTH

STRESS



Health Max

Sanity

Stamina Max

Resolve

Temporary HP

Stamina Die

Death Saves — Successes / Failures

Sanity Saves

PHYSICAL STATE

- Bruised — Stamina is < its maximum
- Battered — Stamina is = to or < half its maximum
- Bloodied — Health is < its maximum
- Broken — Health is = to or < half its maximum

MENTAL STATE

- Distressed — Stress surpasses Resolve by at least 1
- Tormented — Stress surpasses Resolve by an amount = to or > half Sanity
- On the Brink — Stress surpasses Resolve by an amount = to Sanity

EQUIPMENT

Worn Gear	Name:	Item Condition:	AC/Damage:
Helmet:			
Armour:			
Shield:			
Main Weapon:			
Off-hand Weapon:			

SKILLS

Acrobatics (DEX):	■ ●	Perception (WIS):	■ ●
Animal Handling (WIS):	■ ●	Performance (CHA):	■ ●
Athletics (STR):	■ ●	Persuasion (CHA):	■ ●
Deception (CHA):	■ ●	Religion (INT):	■ ●
Grit (CON):	■ ●	Sleight of Hand (DEX):	■ ●
History (INT):	■ ●	Stealth (DEX):	■ ●
Insight (WIS):	■ ●	Survival (WIS):	■ ●
Intimidation (CHA):	■ ●		
Investigation (INT):	■ ●		
Medicine (WIS):	■ ●		
Nature (INT):	■ ●		
Occultism (INT):	■ ●		

INVENTORY

SUPPLY

Rations

Kindling Tents

ENCUMBRANCE

Carry Capacity ☐ = to half Strength Score

Encumbered ☐ Stone = to or > Carry Capacity

Heavily Encumbered ☐ Stone is > 2x Carry Capacity

Carried Stone

STEEL AND SINEW

Character Name:

INSPIRATION

Exhaustion:

Frostbite:

Heatstroke:

INJURIES

Head Injuries:

Arm Injuries:

Torso Injuries:

Leg Injuries:

STRESS FALLOUT

Afflictions:

Personal Affliction:

Traumas:

Insanities:

FEATURES, TRAITS & PROFICIENCIES